Gameplay Instructions

Basic Gameplay
Player selects one of two game modes, Attack or Defend for most maps.
Upon spawning into the game, a safety countdown period of 5 seconds occurs where there is no action.
The player spawns in with 4 female agents on their team.
The Agents are seperated into 2 fire teams of 2 agents each.
The Player can strategically direct these agents to various parts of the map and also command the closest agent to provide fire support.
The object of each game is to use each fire team strategically against enemy clones to achieve total victory by defeating all enemy NPCs whilst preserving the health of your Agent fire teams.

1st Person Player Action Controls (default)
WASD keys for basic lateral movement.
Shift key down when holding WASD keys increases from walk to run
Holding shift key down in Free Cam mode (TAB key) also speeds up camera
Q and E keys to lean left or right
Ctrl Key to crouch
Alt Key to lie down
Space Key to jump (only when standing)

3rd Person Player Action Controls (default)
TAB key to cycle control camera between all agents and also free cam mode
WASD keys for basic lateral movement.
Right Mouse Key for firing weapon
X key for commanding all surviving agents to follow

Player Weapon Controls
1, 2, 3 keys etc for weapon selection
Mouse wheel also for weapon selection
R key reloads any weapon
B key changes firing modes for automatic weapons bust or single or auto.
Left mouse key to aim any weapon.
Use mouse wheel to zoom in when in aim focus mode.
Bullet Cam automatically activates for sniper weapons when player achieves a kill shot – holding down left mouse key allows further slowing and control.

Player Agent Controls

Selecting Z key while curser is on any ground position on the map in sight of the player directs the Zebra Fire team to that location

Selecting the C key while curser is on any ground position on teh map in sight of the player directs the Charlie Fire Team to that location

Selecting the X key will command all Agents to follow the player

Selecting the F key will command the closest Agent to come to player's position to provide cover fire.

Basic Game Screen
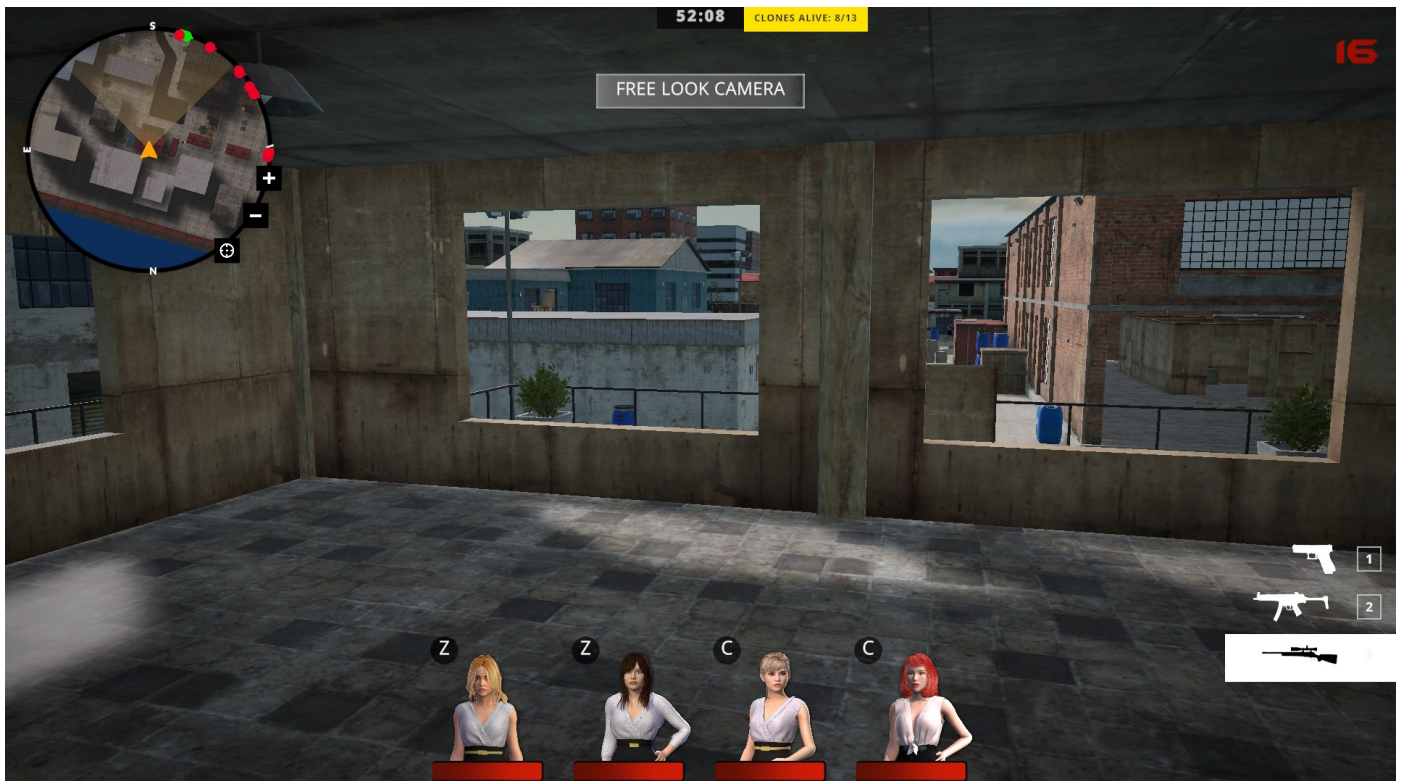
Mini Map at top left hand corner of screen
Shows location of Agents and Enemy NPCs –
use the + and – keys to zoom in and out.

Agent Icons at bottom of screen
Indicates which agent belongs to which fire team and their health status

Weapon Status at lower right of screen
Inicates active weapon and ammunition status

Player Status Lower Left Corner (not shown)
Indicates player posture and health status.